

Computing WEEKLY

No. 82
Oct 2-9, 1984

45p

Every week, your
best buy for
software reviews
and features

**Lots of
reviews of
the latest
releases for:**

Spectrum,
CBM 64, Dragon,
BBC, Electron,
TI-99/4A

Oric/Atmos program

**How to make a
spectre of
yourself while
rescuing ghosts
and ghouls**

Spectrum game

**Lead your family
of fleas across
the road and
home to tea**

VIC-20 listing

**Escape from
Orion by bribing
the pilot**

Plus:

**PCW show report,
news, your
letters, charts...**

A special for the computer press



ASP Fights software piracy

Much has been said and written in condemnation of software piracy, but few have taken a positive stand against it.

ASP is among those few that have taken action to help curb the grave problem of home copying of company software.

ASP has already taken steps to eliminate advertisements in our magazines which relate to tape duplication for piracy purposes. While it is appreciated that individuals may take "backup" copies of their own programs, it should be noted that it is illegal to copy commercially available software for other than personal use.

Software piracy is costing the

Continued on page 6

Musical Island

Island Logic is the name of a new software house which is making its debut with The Music System for the BBC. It's a symphony music package which incorporates notation, keyboard, lute, piano and synthesizer with a price tag of £24.95.

Island Logic is a start-up company of Island Records, and is using the record company's resources for marketing and financial back-up. The record branch is a music program, but future releases will not be exclusively music-oriented, although an Island Logic spokesman was cagey about the company's plans.

"We'll be releasing four new products in February 1985," he said. "I'm not going to say what they'll be, but you could say they were partly educational, although not necessarily in the major line, deeper ear barks through Island Records with the same business."

"As Island Logic we're concentrating on research and development, as B&D if you like. We want to release software which is of the calibre of that released in the 1980s. I'm thinking of the Eight Ambassadors program which has

Continued on page 6

IMAGIC

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How fast are your reactions under stress?
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Available NOW on the 48K Sinclair Spectrum - price £7.95

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Created by experts, for experts™

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CheetahSoft



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He's a
WALLY
in
AUTOMANIA

Home Computing WEEKLY

Now he's a dream
of a
WALLY in
PYJAMARAM!
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REGULARS

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Software buyers: read your software for review to the editor or at the editors below. And contact him for competitions and other promotions too.

HOME COMPUTING
WEEKLY
BRITAIN'S BRIGHTEST



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Readers: we welcome your programs, articles and tips.

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Argus Specialist Publications Ltd
No. 1 Golden Square, London W1R 3AJL 01-437 0826

Home Computing Weekly is a publication (weekly) published twice a month. Volume 10, No. 82 (10th October 1984) is published by Argus Specialist Publications Ltd, 101 Old Bailey, London EC1A 3DF. Printed in England. Printed by The London and Manchester Press, 101 Old Bailey, London EC1A 3DF. Printed in England. Printed by The London and Manchester Press, 101 Old Bailey, London EC1A 3DF.

COULD THIS BE YOUR PROGRAM?



Is your program good enough to fill
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Answer yes to any of these questions
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Send your program on tape, together
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peripherals used and your name, address
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Highlights of

The 1984
**Personal
Computer
World
Show**
10-23 SEPTEMBER, OLYMPIA 2 LONDON

Toshiba has now increased its range of software for the Crys/Amos to 30 titles. The titles are available in price from £6.99 to £14.95 and include an arcade game — Harlequin, Haven, a Tetris-like, Space Invaders, Skunko and Big Bangers. The Kikaku Encounter is an adventure. Alphabet, Arithmetic and Spelling Test are Toshiba's new educational additions, while Campaign and Mission Assistant complete the range.

The Avon Systems Computer was presented at the show. Scheduled for launch in January 1985, the ABC forms a family of eight models, which can be upgraded without any additional external hardware. The keyboard comes complete with its own built-in 12-inch monitor. Starting price will be under £1,000 and Avon hopes to keep the top price below £4,000.



Get to know your ABC.

Omega is at a new state in its output software. Made up from a combination of software houses — GEL, Silversoft and Amos — Omega is launching a design game for Spectrum, Zaxxon Commander 64 and VIC-20.

George Osborn of WFL "Meat a me making other budget ranges with a product standard so high many software houses would have released the usual 12 programs at a much higher price."

Remember Tombarwika, the sophisticated TV paper show? CRL has now released Tombarwika for the 44K Spectrum. It's based around the opening sequences and is a great sight simulator. The Mega Simulation is another new CRL release for the Spectrum. Douglas has to build a super house while warring off other popular Mega Simulation alternatives, who are out to hinder his progress.

One was launching a new modem and printer at the show. Priced at £29.95, the modem enables the One to be used as a Priced terminal. One will be providing a database on Priced to keep One users up to date with the latest news. The new printer will cost £249.95 and is an 80-column dot matrix printer with a command interface.

Elke brings you the Full City and the Duke of Harmond on your computer screen. Available for Spectrum £46.95 and Commander £79.95 and £19.95, the games are due for release in November and star the well-known TV characters in arcade action. Kikaku Will had no debut at the show and is expected to be a challenge in its for WFL for the WFL of Best Arcade Adventure Game of 1984. It costs £5.95 for Spectrum, £9.95 and £9.95 (also for C64) for C64. Each Elke name carries a holographic sticker, intended to discourage piracy. Elke was formerly Foundry Systems Systems.

Olympia hosted the biggest micro show of the year — Liz Graham and Paul Liptrot bring you the highlights



MEDA's RSC trackball

Maxwell Electronic Devices Limited (MEDA) was unveiling its tracking ball, cursor controller. Aimed at computer hobbyists, it's usually available for the BBC B. It provides accurate, zero-lag position information for every control. The RSC, as it is known, is capable of moving the cursor one pixel at a time, with the appropriate software an operation it can also change direction rapidly.

Entered at the name of the game, and £15,000 would be yours if you're the first person to solve the puzzle to completing the five adventures and arcade games incorporated in the game. Denmark, the manufacturer, said: "Thanks to the collaboration of more than 10,000 men, hours of work by Hanspeter programming to ensure behind the Iron Curtain." The game places you through history and once no rule by mail order from 31 October.

The *Samurai 64*, whose promotional slogan reads "with absolute truth out" was unveiled but not launched at the show. The machine will finally be available in the shops at Christmas, but this is such the post Christmas boom. Michael Sharkey, marketing director, said: "While the models on show at PCW represent the final stage of our development, they are not yet production quality. We refuse to risk our anything other than the real thing. Whilst its price range (£249.95) is a huge step forward in home computer

technology."

Do you fancy a holiday in Tarnas at Merd? That's what three members of *Lighthouse's* competition will see. Everyone who buys the adventure *Squad*

Operations will be eligible for entry, and the competition is organized into three sections for Spectrum, Commodore and Amos computer users. *Lighthouse* also organized the Autumn launch of *Master of Swords*, a Spectrum adventure, and *Prison Attack* and *Red Cross* two new games. *Lighthouse*, *Knights* and *Billy Bang* are three new arcade games which complete *Lighthouse's* pre-Christmas line-up.

Commodore 64 owners will be attracted to films of the launch of *Command*. It's an interactive database from which you can download software, read the latest data. You need a C64 64 modem, which plugs into your telephone line and enables you to communicate with other modem users. The C64 modem costs £99.95 and includes one year's free subscription to *Command*. Using the modem and *Command* you can buy telesoftware, receive and distribute and dealer and thereby reducing the cost.

HBI MacGibbon is a new software house whose advertising slogan is "Games to attack the mind." Set up by Alan Hall and Kenneth MacGibbon, formerly Chairman and Managing Director, respectively, of

You'd have to spend over £3000 to beat our £199 Second Processor.

The BBC Micro is already one of the fastest and most powerful micros around.

But with the addition of the 6502 Second Processor, it becomes the fastest micro in its price range.

(To be fair to the opposition, their £3000+ package includes a disc drive. But a similar BBC Micro set-up with the 6502 Second Processor will cost you less than a third!)

The 6502 greatly expands the Micro's usable memory. Its 64K of RAM combines with the BBC Micro's 32K, for a total of 96K.

It is supplied with its own special version of BBC BASIC, called Hi-BASIC, which allows the maximum amount of this memory to be used for BASIC programs and variables. Other languages allow some or all of this memory to be used for programs, and many will automatically adjust themselves to make maximum use of available space.

What's more, the 6502 uses the same microprocessor as the HPM Micro, but at a much higher speed. Which means programs can run up to 50% faster.

The 6502's extra power enables it to run more powerful software, such as that provided with the Acorn Bitdisk, which turns the BBC Micro into a versatile computer graphics station. In fact, it has a variety of features usually found only on much larger systems.

It can also exploit the full potential of local area networking through the Econet system, with Level 2-File Serving.

So to get the most from your BBC Micro, get the 6502 Second Processor.

The 6502 Second Processor is available from your BBC stockist. For the address of

your nearest supplier, ring 01-260 0200.

If you wish to order by credit card, phone 0993 79300 during office hours.



6502 Development Programs (available separately)

MASM: A 6502 macro-assembler. A full range of macro facilities are provided, including looping recursive calls and conditional assembly.

XREF: A cross-referencer to be used in conjunction with MASM.

ViewEdit: A full screen editor based on the VIEW word processor.

TRACE: A 6502 trace package for debugging all types of program.

PRINT: A program to produce formatted assembly listings without using MASM.

The package is provided with a 250-page manual describing all the facilities provided by the system.

Technical Specifications

The Second Processor operates at a clock rate of 3MHz. A version 1.2 MOS will need to be fitted into the BBC Micro before operating the 6502.

Integral power supply

Measurements: 205mm x 345mm

Weight: 2.1 kg

Colour: BBC Computer cream

Construction: Moulded top and bottom to match BBC Computer profile. ABS injection moulded plastic.

Power in: 240v, 50Hz, 3w.

The BBC Microcomputer System.

Developed, produced and distributed by Acorn Computers Limited.

Fred Commodore 64 £7.95

Quickdraw, 13 Portsmouth Rd,
Southampton

Features: Fred the winged underdog
displays in all the commands below
the name of Toolcommodore.
You must guide him round each
level of the maze-like, pulsating
mazes for his job. He'll never
pounce will replace his own light,
and there's a limit to how it can
be used to level to well as
mazes are twisted around.

There are the obligatory
leaders — a well-developed game
system which Fred's can seem
completely self-sufficient, and a few
delusions. The well-developed
for the good makes it necessary
to take Fred's more carefully.
This game looks better than
any other Commodore name it is

was, including the game. The
instructions are simple and
handy, and the game is
especially so you can play them
even you've mastered the rules.

The graphics are simple and
well-maintained, but the level of
complexity is high. It's a bit of
a puzzle to find a keyboard
control, but it can be mastered
if it.

The game's well-maintained
Commodore 64 and beyond, so I
was surprised to find a keyboard
control, many an unusual but
workable combination of keys.

instructions	100%
graphics	100%
playability	100%
value for money	100%



Pin-in-ero 48K Spectrum £6

Autosave, 27 Highland Rd,
Parsippany

Maybe the title should be *Pin-
in-ero*, but nevertheless it was
not to be. The game is a well-
known 48K Spectrum game of
the adventure genre of the

The game looks like a
commodore 64 game, so I was
surprised to find a keyboard
control, many an unusual but
workable combination of keys.

On the way to the end of the
game, the game is a well-
known 48K Spectrum game of
the adventure genre of the
game, so I was surprised to find
a keyboard control, many an
unusual but workable combina-
tion of keys.

The game follows a pattern of
repeating, but as you would
expect from *Autosave*, the
graphics and playability are
very good. The game is a
well-known 48K Spectrum
game of the adventure genre of
the game, so I was surprised to
find a keyboard control, many
an unusual but workable combi-
nation of keys.

As I said earlier, a well-
known 48K Spectrum game of
the adventure genre of the
game, so I was surprised to find
a keyboard control, many an
unusual but workable combina-
tion of keys.

instructions	100%
graphics	100%
playability	100%
value for money	100%



Trollie Wollie C64 £7.00

Interactiv, 100, London Rd,
The City, London, E1C 1AA

This is the first in the "Water
World" series of games from Interactiv.
Trollie Wollie is a well-
known 48K Spectrum game of
the adventure genre of the
game, so I was surprised to find
a keyboard control, many an
unusual but workable combina-
tion of keys.

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unusual but workable combina-
tion of keys.

instructions	100%
graphics	100%
playability	100%
value for money	100%



Ancient and modern

Here's a few very famous
names back to entertain you

Sinbad 32K BBC £7.50

Voyage, 1-4 Victoria Yard, Porto
Bello Rd, London W11 3JL

The game is a well-
known 48K Spectrum game of
the adventure genre of the
game, so I was surprised to find
a keyboard control, many an
unusual but workable combina-
tion of keys.

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known 48K Spectrum game of
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game, so I was surprised to find
a keyboard control, many an
unusual but workable combina-
tion of keys.

instructions	100%
graphics	100%
playability	100%
value for money	100%



Hercules Commodore 64 £5.95

Interactiv, 100, London Rd,
The City, London, E1C 1AA

The game is a well-
known 48K Spectrum game of
the adventure genre of the
game, so I was surprised to find
a keyboard control, many an
unusual but workable combina-
tion of keys.

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tion of keys.

instructions	100%
graphics	100%
playability	100%
value for money	100%



As seen in the national press



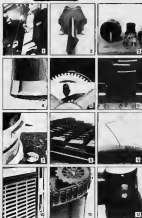
The Prizes:

You could win £2,500 to be spent on a dream holiday of your choice for you and your family!

Second prize — a complete Canon portable video outfit worth £1,300

Third prize — a BBC Model B micro computer plus software worth £450.

Fourth prize — Minolta X700 camera with a 50mm lens and flashgun, worth £380.



How to enter:

Just identify the twelve objects pictured opposite

HINT — the Argus Specialist Magazine listed below might give you a clue

Electronics Today International
Personal Computing Today
Movie Maker
Your Model Railway
Cooks
Home Computing Weekly
Restless
Horn Radio Today
Electronics
Stunning Photography
Model Cars
Woodworker

Games Computing
Prospect, Movies and Video
ZX Computing
Military Modelling
to-Enter
Winemaker
Covers Band
Model Roads
Video Today
Popular Crafts
Wood Model
Your Commodore

and write your (one-word) answers in the spaces provided on the coupon. For instance, if you think that number 9 is a record, write record in the space next to 9 on the coupon and so on. Then tell us in up to 20 words why **MAGAZINES**

MAKE IDEAL HOLIDAY READING. Complete the coupon in **BLOCK LETTERS** and send it to **DREAM HOLIDAY COMPETITION, Argus Specialist Publications Ltd** No 1 Golden Square London W1R 3AB to reach us no later than 31st December 1984

Competition rules

1. The competition open to all persons who are under 21 years of age on the date of the closing of the competition.

2. All entries must be received by the closing date of the competition of 31st December 1984.

3. All entries must be received by the closing date of the competition of 31st December 1984.

4. All entries must be received by the closing date of the competition of 31st December 1984.

5. All entries must be received by the closing date of the competition of 31st December 1984.

6. All entries must be received by the closing date of the competition of 31st December 1984.

7. All entries must be received by the closing date of the competition of 31st December 1984.

8. All entries must be received by the closing date of the competition of 31st December 1984.

9. All entries must be received by the closing date of the competition of 31st December 1984.

10. All entries must be received by the closing date of the competition of 31st December 1984.

11. All entries must be received by the closing date of the competition of 31st December 1984.

12. All entries must be received by the closing date of the competition of 31st December 1984.

The 12 objects are:

1	2	3
4	5	6
7	8	9
10	11	12

Magazines make ideal holiday reading because they're 20 words!

HCW

NAME (BLOCK LETTERS) _____

AGE (if under 18) _____

ADDRESS _____

Send to **DREAM HOLIDAY COMPETITION, Argus Specialist Publications, No 1 Golden Square, London W1R 3AB**

Jumping

Can you lead the family of fleas across the busy road and safely home to tea? This game by John Redhead will test your co-ordination

How it works

This game, although written largely in BASIC, moves fairly fast. The main playing loop has been placed at the beginning to increase speed, and the sub-routines which are not used as often occur later in the program after the main loop.

A new character set was defined because SCREEN 1 does not recognise any defined graphics. This has the added bonus of making available more re-definable characters.

Some variables were used in place of line numbers to increase speed.

The game is split into two parts so that it runs on a BBC or A64 machine. Once program 1 has been run it is a sub-program and occupies relatively steady space.

Some graphics read online have so you can alter the control keys or the area which your program reads.

Poor old Frederick! He really must get his family home as time for tea, but how can he with that busy road, railway and a river in the way?

Maybe you can help? Can you guide them all safely past the obstacles? Take care — we don't want any squashed fleas do we?

Oh, and by the way, fleas can't swim very far. Try hopping on to the logs halfway across the river.

These are the keys which control your movement: Q up, Z down, J left, P right. An opportunity is given to change control keys if desired — for

ENTER during the game.

For each flea safely home a maximum of 100 points is given as well as a bonus depending on time taken — so hurry for high scores.

As the game progresses and your skill and experience increases, the game gets faster and the terrain gets longer.

Type in each program separately, saving each one in turn. Then load in program one and run it. Be careful not to type NEW or remove plug.

Next load in program two and run it. Program two uses the data from program one.



Screen display

How it works

Program 1 DATA

1: line# RANTOP
10-40: routine to POKE in early
50-60: M% DATA
60: checks to see if DATA was correct
100-120: find character set to ROM and transfer to RAM
200: make system variable point to 256 line above where new character set is
240-250: routine to POKE in new character set DATA
250-270: DATA for new character set
400: checks to see if DATA was correct
450: if correct proceeds to LOAD in second program

Program 2 Main Program

1: open lock, GOOTO data page
GOOTO set up variables etc.
GOOTO instructions page
10-60: main loop
100-120: crash routine
1300-1500: "Virus Buster" routine
1500-1550: set up variables
2000-2050: print main screen routine
2100-2150: run out of time routine
2160: all time board status
2170: make score, speed, bonus
2200-2250: change control keys routine
2300-2350: instructions page routine
2400-2450: opening loop
2500-2550: title page routine
3000: events to ROM character set and change colours (not valid for listing programs)
3000: events to new character set

What an experience

This type of game could be, and has been, written for other computers.

A machine with neither would have to be written specifically for other computers. BASIC is too slow to allow a lot of changes about as quickly, but the more BASIC programs should not be too difficult to convert.

Notations

- X: 10 (variable used instead of number to increase speed)
- W: 10
- T: time (initially 6000)
- V: vertical position of flea
- X: horizontal position of flea
- SC: score
- HC: high score
- L: line
- M: position of flea home
- L: length of river

g fleads!

Program 1

```

1 CLEAR 31300: PRINT "PLEASE WAIT "
10 REM POKE IN MACHINE CODE
20 LET x=0: RESTORE 90: LET a=32380
30 READ b
40 IF b=500 THEN GO TO 170
50 LET x=x+b
60 POKE a,b
70 LET a=a+1
80 GO TO 30
90 DATA 33,127,64,205,237,126,33,160,64,205,210,126,3
3,160,64,205,210,126,33,235,64,205,237,126,33,32,72,205
,210,126,33,127,72,205,237,126,33,127,72,205,237,126,33
,127,72,205,237,126,33,160,72,205,210,126,33,224,72,205
,210,126,33,224,72,205,210,126,33,63,80205,237,126,33,6
3,80,205,237,126,33,127,80,205,237,126
100 DATA 24,24
110 DATA 17,0,1,14,8,6,32,183,203,30,35,16,251,6,32,43
,16,253,48,2,203,254,25,13,32,235,201
120 DATA 17,0,1,14,8,6,32,183,203,22,43,16,251,6,32,35
,16,253,48,2,203,178,25,13,32,235,201
130 DATA 33,30,0,6,15,0,17,12,0,213,197,229,205,101,3
,225,43,43,193,209,16,243,201
140 DATA 33,32,98,14,22,6,32,62,0,86,203,130,203,138,2
03,146,130,119,35,16,242,13,32,237
150 DATA 33,200,0,6,200,0,17,1,0,213,197,229,205,101,3
,225,43,193,209,16,244,201
160 DATA 500
170 IF x<>22712 THEN PRINT "ERROR IN MACHINE CODE DAT
A    PLEASE CHECK": STOP
180 REM TRANSFER CHARACTER SET FROM ROM TO RAM
190 LET a=PEEK 23606+256*PEEK 23607+256
200 LET b=31610
210 FOR c=0 TO 767: POKE b+c,PEEK a: LET a=a+1: NEXT c
220 REM MAKE SYSTEM VARIABLE POINT TO 256 LESS THAN
WHERE NEW CHARACTER SET IS
230 POKE 23606,122: POKE 23607,122
240 REM REDEFINE NEW CHARACTER SET
250 LET x=0: LET a=31610+39*8
260 RESTORE 330
270 READ b
280 IF b=500 THEN GO TO 480
290 LET a=a+b
300 POKE a,b
310 LET a=a+1
320 GO TO 270
330 DATA 30,38,70,126,126,127,255,56,0,255,255,255,255
,255,255,255,0,255,255,255,255,255,255,0

```

```

340 DATA 31,34,66,205,205,205,205,48,192,32,16,204,205
,205,205,24
350 DATA 1,0,15,16,127,140,139,122,192,192,192,202,202
,177,209,14
360 DATA 1,1,33,127,127,127,205,24,240,48,48,48,204,20
4,205,12,0,0,204,204,204,204,205,24
370 DATA 0,0,0,24,134,205,205,127,0,0,0,128,64,205,202
,248
380 DATA 0,0,2,4,127,205,205,24,0,0,96,68,204,204,205,
12
390 DATA 120,100,96,126,126,204,205,24
400 DATA 36,24,24,189,126,90,90,129
410 DATA 205,68,205,0,0,0,0,0
420 DATA 0,32,42,32,204,205,127,63,32,160,32,120,99,25
5,204,202
430 DATA 0,0,96,48,64,60,126,205
440 DATA 0,0,0,0,3,5,5,3,0,0,0,0,205,205,205,205,0,0,0
,0,128,192,192,128
450 DATA 0,0,0,0,4,12,18,193
460 DATA 0,0,0,205,0,0,0,0
465 DATA 0,0,170,0,0,205,205,205
470 DATA 500
480 IF x<>23007 THEN PRINT "ERROR IN CHARACTER DATA FL
EASE CHECK": STOP
490 PRINT FLASH 1: "NOW LOAD IN SECOND PROGRAM AND RU
N IT"

```

Program 1

```

1 POKE 23658,8: GO SUB 7000: GO SUB 1998: GO TO 4600
10 IF y<=1 THEN PRINT PAPER $;AT y,x;" ": PAUSE 1:
PAUSE 50: GO SUB 1000: PAUSE 100: LET LL=LL+3: GO SUB 5
500
11 IF SCREEN$ (y,x)="" AND y<6 THEN LET a$="p": GO
TO 4
12 IF T1>0 THEN LET T1=T1-3
13 IF SCREEN$ (y,x)="" AND y>6 THEN LET a$=" ": GO
TO 4
14 PRINT PAPER $; INK $;AT y,x;" ": LET a$=" ": GO S
UB 1000: GO SUB 5500
15 PRINT PAPER $; INK $;AT y,x;" "
16 IF INKEY$=CHR$ 13 THEN GO SUB 6500: GO SUB 5500
17 LET e=y: LET f=x
18 LET y=y-2*(INKEY$=US AND y>0)+2*(INKEY$=DS AND y<2
1)
19 LET x=x+(INKEY$=RR AND x<31)-(INKEY$=LR AND x>0)
20 PRINT PAPER $; INK $;AT e,f;a$
21 RANDOMIZE USR 32380
22 GO TO 2
1000 LET i=1-1: FOR q=0 TO 2: FOR h=0 TO 7: POKE 32531,
h: RANDOMIZE USR 32543: NEXT h: NEXT q: RETURN
1050 RESTORE 1049: FOR a=0 TO 7: READ b,c: DEEP b,c: NE
XT A: DATA .2,12,.1,12,.1,12,.1,12,.2,14,.2,12,.3,14,.5
,14: LET SPEED=SPEED-2: POKE 32524,SPEED
1051 LET e=y: LET f=x
1052 PRINT PAPER $;AT e,f;" "
1053 LET v=x+1
1054 IF v>32 THEN GO TO 1055
1056 PRINT PAPER $;AT y,x;" ": DEEP .01,x: GO TO 1051

```

PROGRAM

```

1008 LET x=31: LET y=0
1009 PRINT PAPER 5:AT x,y: " "
1042 IF SCREEN# (y,x)<>" " THEN GO TO 1047
1043 IF x=x1 THEN GO TO 1047
1045 REPEAT 64,x: PRINT PAPER 5:AT y,x:"j": LET w=y: LET
T f=x: LET x=x-1
1046 GO TO 1039
1047 PRINT PAPER 5:AT y,x:"j": LET x1=x+5: LET sc=sc+
T1=100: LET T1=1000: IF hac/sc THEN LET hac=sc
1048 IF x1>29 THEN GO SUB 5500: GO SUB 6100
1049 RETURN
1998 LET x=10: LET w=30: LET T1=1000: LET y=21: LET x=1
5: LET sc=0: LET hac=0: DIM b$(4): LET b$="jjjjj": LET l
=4: DIM c$(32): LET x1=3: LET u$="B": LET d$="2": LET L
$="I": LET R$="T"
1999 DIM G$(32): LET G$="dddddddddddddddddddd": LET LL=
8: LET SPEED=15: PDSE 32524,SPEED
2000 RETURN
5500 IF 100 THEN LET L=0: GO SUB 5501: GO TO 6000
5501 LET y=21: LET x=15: FOR a=0 TO 31: LET c$(a+1)=SCR
EEN# (0,a): NEXT a: BRIGHT 1: PAPER 0: BORDER 0: CLS :
PRINT PAPER 4:cn: FOR a=3 TO 29 STEP 5: PRINT OVER 1:
PAPER 4:AT 0,a: " ": NEXT a
5502 PRINT AT 1,0: PAPER 4:
"
5503 PRINT PAPER 5: INK 7: " rrrr rrrrr rr
rrr "
5505 PRINT PAPER 5: INK 3: " opppq opppq oppp
q "
5510 PRINT PAPER 5: INK 7: "rrrrr rrr rrrrr
rrrrr"
5515 PRINT PAPER 5: INK 2: " oppq oppq opppq o
ppq "
5516 PRINT PAPER 5: INK 7: "rrr rrrrr rrr
rrrr"
5520 PRINT PAPER 5: INK 0: " itm itm ltttt I
"
5525 PRINT PAPER 5: INK 7: " rrrrr rrrrr r
rrrr "
5530 PRINT PAPER 5: INK 2: " n ef n ef n
ef "
5533 PRINT PAPER 5: INK 7: " rrrrr rrr rrrrrr
rrr"
5540 PRINT PAPER 4: INK 1: TAB 0:ed41 TO LL: TAB 30: "bc
"
5545 PRINT PAPER 4: INK 0: "kkkkkkkkkkkkkkkkkkkkkkkkkk
kkkkk"
5550 PRINT PAPER 0: INK 3: " \33: ^_ \33: ^_
"
5555 PRINT PAPER 0: INK 7: " ss ss ss ss ss ss ss
ss "
5560 PRINT PAPER 0: INK 4: " ^_ \33: ^_ \33:
"
5562 PRINT PAPER 0: INK 7: " sss sss sss sss ss
s s"
5565 PRINT PAPER 0: INK 6: "gh ss gh ss
ss "
5570 PRINT PAPER 0: INK 7: " ss ss ss ss ss ss ss
ss "

```

```

5575 PRINT PAPER 0; INK 5; "  "
5576 PRINT PAPER 0; " "
5577 PRINT PAPER 0; INK 7; " "
5580 PRINT 40; "SCORE " ;sc; " " ;TAB 13; "HI SCORE " ;hsc; " " ;TAB 28;B4:1 TO 1)
5590 RETURN
6010 PRINT PAPER 7; INK 0; FLASH 1;AT 10,0;"SORRY YOU HAVE RUN OUT OF LIVES "
6045 FOR B=0 TO 8: RESTORE 6045: FOR A=0 TO 5: READ D,M : BEEP D,M: NEXT A: DATA .1,0,.1,4,.1,7,.1,12,.1,7,.1,4 : NEXT B: GO SUB 7000: GO SUB 6130: GO SUB 5500: GO TO 2
6100 FOR a=0 TO 200: NEXT a: PRINT PAPER 4; FLASH 1;AT 10,0;"THANK YOU FOR HELPING FRED FLEA AND HIS FAMILY HOME. " : GO TO 6045
6125 GO TO 6110
6130 LET I=4: LET sw=0: LET xl=3: LET SPEED=15: POKE 32534,SPEED: LET LL=8: CLS : RETURN
6500 INK 1: BRIGHT 0: BORDER 4: PAPER 4: CLS : PRINT FLASH 1;AT 0,5;"FOLLOW THE INSTRUCTIONS"
6505 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVE/FLEA UP": PAUSE 0: LET UP=INKEY$: PRINT AT 5,12;"UP = " ;UP : IF UP=CHR# 13 THEN GO TO 6500
6507 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVE/FLEA DOWN": PAUSE 0: LET DN=INKEY$: PRINT AT 6,12;"DOWN = " ;DN: IF DN=CHR# 13 THEN GO TO 6500
6510 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVE/FLEA LEFT": PAUSE 0: LET L=INKEY$: PRINT AT 7,12;"LEFT = " ;L: IF L=CHR# 13 THEN GO TO 6500
6512 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVE/FLEA RIGHT": PAUSE 0: LET R=INKEY$: PRINT AT 8,12;"RIGHT = " ;R: IF R=CHR# 13 THEN GO TO 6500
6515 PRINT FLASH 1;AT 0,0;" THE KEYS YOU HAVE CHOSEN ARE SHOWN BELOW,IF AT ANY TIME YOU WISH TO CHANGE THE M PRESS ENTER "
6514 PRINT BRIGHT 1; INVERSE 1;AT 15,11;"PRESS A KEY"
6515 PAUSE 0
6516 IF INKEY$=CHR# 13 THEN GO TO 6500
6545 GO SUB 6130: RETURN "
6600 LET M=0: BRIGHT 0: BORDER 4: PAPER 4: INK 1: CLS : PRINT FLASH 1;AT 0,11;"FLEA FUN"
6601 PRINT : PRINT TAB 9;"BY J.REDHEAD"
6603 PRINT : PRINT : PRINT "CAN YOU GUIDE FRED FLEA AND HIS FAMILY ACROSS THE BUSY ROAD AND RIVER AVOIDING ALL THE OBSTACLES,BUT JUMPING 'ONTO' THE LOSS ? HURRY TO HE TAKEN AFFECTS YOUR SCORE ...GOOD LUCK"
6606 PRINT : PRINT TAB 11;"0 = UP";TAB 11;"2 = DOWN";TAB 11;"1 = LEFT";TAB 11;"3 = RIGHT"
6608 PRINT : PRINT : PRINT TAB 21;"PRESS 'P' TO PLAY OR 'Q' TO SELECT NEW CONTROL KEYS "
6609 LET T=.09: RESTORE 6615
6610 READ D,P: IF D=500 THEN GO TO 6609
6611 IF INKEY$="P" THEN CLS : GO SUB 5500: GO TO 2
6612 IF INKEY$="Q" THEN CLS : GO SUB 6500: GO SUB 5500 : GO TO 2

```



```

&&15 KEEP T=0,P: GO TO &&10
&&16 DATA 1,11,&,2,1,4,5,7,1,4,1,&,1,7,1,4,3,6,,8,9,&,1
4,1,11,&,2,1,4,5,7,1,4,1,&,1,9,1,4,3,6,,5,9,&,14
&&17 DATA 1,18,&,14,1,18,&,12,1,18,&,11,1,12,&,9,1,11,3
,9,,5,11,1,9,1,7,1,4,1,9,1,11,1,9,1,7,1,3,1,11,&,9,&,7
&&18 DATA 500,0
7000 BRIGHT 0: BORDER 5: PAPER 5: CLS : PRINT AT 5,5:"
1111 1 11111 111"
7010 PRINT TAB 5:" 1 1 1 1"
7020 PRINT TAB 5:"111 1 11 1111"
7030 PRINT TAB 5:" 1 1 1 1"
7040 PRINT TAB 5:" 1111 1111 1 1"
7050 PRINT : PRINT TAB 5:"11111 1 1 1 1"
7060 PRINT TAB 5:" 1 1 1 1 1"
7070 PRINT TAB 5:"111 1 1 1 1"
7080 PRINT TAB 5:" 1 1 1 1 1"
7090 PRINT TAB 5:" 111 1 1"
7091 PRINT 50:TAB 11:"PRESS A KEY"
7100 FOR A=0 TO 7: POKE 32551,A: RANDOMIZE USR 32543
7110 IF INKEY#(">") THEN RETURN
7120 NEXT A: GO TO 7100
8000 STOP
9000 BRIGHT 0: PAPER 7: INK 0: BORDER 7: CLS : POKE 236
&,0: POKE 23607,60: STOP
9999 POKE 23604,123: POKE 23607,123

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7 Magic Point	8. Wacky Wars
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9 Freshman	10. Decade
10 Decade	11. Verbalize

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4 Verbalize	5. Ultimate
5 Ultimate	6. Suphyth
6 Suphyth	7. Magic Point
7 Magic Point	8. Wacky Wars
8 Wacky Wars	9. Freshman
9 Freshman	10. Decade

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4 Verbalize	6. Suphyth
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7 Magic Point	9. Freshman
8 Wacky Wars	10. Decade

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6 Suphyth	8. Wacky Wars
7 Magic Point	9. Freshman
8 Wacky Wars	10. Decade

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4 Verbalize	5. Ultimate
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6 Suphyth	7. Magic Point
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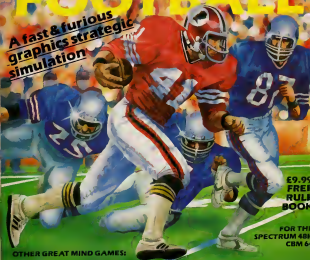
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